

Player Tips

GAUNTLET II TM

Gauntlet II is more than just an update of the original Gauntlet, it's a whole new game!

Select Any Character

On Gauntlet II, you can now choose your favorite original Gauntlet character (Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard or Questor the Elf) even if that hero is already in play. The characters are color coded so there can be as many as four Warriors (or any of the heroes) in play at the same time.

After depositing coins in the game you can select any character you wish by positioning the joystick (up for Warrior, down for Wizard, left for Valkyrie and right for Elf) and pressing the start button.

Secret Rooms

You'll be intrigued by the additional game play objective of Gauntlet II's Secret Rooms. By completing a special secret trick you will be allowed to enter the Secret Room (the other players in the game are temporarily suspended from play). If you complete the task you are given (for instance, "collect all treasure and exit within 20 seconds") you will be rewarded with a large bonus score as well as a permanent potion and food. In addition, if you live in the United States and Canada you will be asked to enter your name and acquire a personalized Secret Code. This Secret Code will qualify you to win one of six prizes totaling over \$12,000 in the Atari Games Gauntlet II Player Quest Contest. Official Player Quest Contest rules and entry forms can be obtained from your game location or by writing to Atari Games Corporation, Marketing Department, P.O. Box 361110, Milpitas, CA 95035.

Over 100 New Mazes

In addition to more than 100 new maze layouts, colors, floor and wall pictures have been changed to differentiate Gauntlet II from the original Gauntlet. The design of a particular maze may be somewhat different each time it is displayed using the following random features:

Randomly arranged traps: Traps may be found in a different place the next time you see the same maze.

Deletable walls: The design of a maze could change somewhat when certain walls are deleted.

Random food and potion placement: Because food and potions can be found in several alternative places, you will not be able to memorize a pattern. You will need to be cautious so as not to shoot and destroy the food and potions.

Several different potential starting places in the same maze: The maze may be the same, but survival will require a different strategy when you enter in a different place.

Other Special Features

There are several new features and hidden strategies to be found in each maze. Because Gauntlet II provides more unique game play situations, the player must make more tactical decisions. There are:

Movable walls: You can push these blocks to change the maze. In some mazes you will be required to push blocks in various directions to get out; in others the walls can be moved around to make it easier to get through the maze.

Secret destructable walls: These walls look like ordinary walls of the maze but they can be shot and destroyed. This allows the advanced player to go around monsters or get to special areas in a maze. Secret walls sometimes leave coins, food, potions or Mr. Death.

Wall/floors: These tiles randomly change from walls to floors and vice versa. If you or any monster runs over one of these tiles while it is a floor, then it will stay a floor. This allows you to create your own path through a maze of these tiles.

Invisible walls: There are some mazes where you cannot see the walls, but they're there. You will be forced to wander along the edge of these walls or watch the monsters until you find the path through.

Locked treasure chests: A key is required to open a locked treasure chest which may contain something good or something bad. A potion, food or treasure could be locked inside; or the chest could hold Mr. Death!

Exits that close and reopen: Timing is the key here.

Fake exits: Don't be fooled! The fake exits look just like the real thing.



